Section 1

Commitment Schemes

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An efficient two-stage protocol (S, R).

Commit The sender S has private input $b \in \{0, 1\}^*$ and the common input is 1^n . The commitment stage result in a joint output c, the *commitment*, and a private output d to S, the *decommitment*.

Reveal S sends the pair (d, b) to R, and R either accepts or rejects.

Completeness: R always accepts in an honest execution.

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Hiding: In commit stage: $\forall R^*, m \in \mathbb{N}$ and $b \neq b' \in \{0, 1\}^m$, $\{\text{View}_{R^*}(S(b), R^*)(1^n)\}_{n \in \mathbb{N}} \approx_c \{\text{View}_{R^*}(S(b'), R^*)(1^n)\}_{n \in \mathbb{N}}$.

Binding: "Any" S* succeeds in the following game with negligible probability in *n*:

On security parameter 1ⁿ, S* interacts with R in the commit stage resulting in a commitment c, and then output two pairs (d,b) and (d',b') with $b \neq b'$ such that R(c,d,b) = R(c,d',b') = Accept

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- (non-uniform) OWFs imply statistically binding, and statistically hiding commitments

Let $f: \{0,1\}^n \mapsto \{0,1\}^n$ be a permutation and let P be a (non-uniform) hardcore predicate for f

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Protocol 2 ((S,R))

Commit:

S's input: $b \in \{0, 1\}$

S chooses a random $x \in \{0,1\}^n$, and sends

$$c = (f(x), P(x) \oplus b)$$
 to R

Reveal:

S sends (x, b) to R, and R accepts iff (x, b) is consistent with c (i.e., $P(x) \oplus b = c$)

Claim 3

The above protocol is perfectly binding (and computationally hiding) commitment

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Thus, Δ_n^A is negligible for any PPT

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Common input: 1ⁿ

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S chooses a random $x \in \{0, 1\}^n$, and send g(x) to S in case b = 0 and $c = g(x) \oplus r$ otherwise.

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